SEGA™

SEGA SATURN™

ALBERT ODYSSEY™

LEGEND OF ELDEAN

RPG

Working Designs Ultra Series

OFFICIAL
SEGA
SEAL OF
QUALITY

KIDS TO ADULTS

K·A™

CONTENT RATED BY
ESRB

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-12705H

We are delighted that you have chosen *Albert Odyssey*™ for play on your SEGA Saturn™ System. We hope that you will continue to enjoy this and all of our games for the SEGA Saturn™ System. Due in part to the numerous requests we've had for role-playing games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

Handling Your SEGA Saturn Disc

● This Sega Saturn Disc is intended for use exclusively with the Sega SaturnTM System.
● Do not bend it, crush it, or submerge it in liquids.
● Do not leave it in direct sunlight or near a radiator or other source of heat.
● Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
● KEEP YOUR Sega Saturn disc clean. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth _ wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

OFFICIAL

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SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ System.

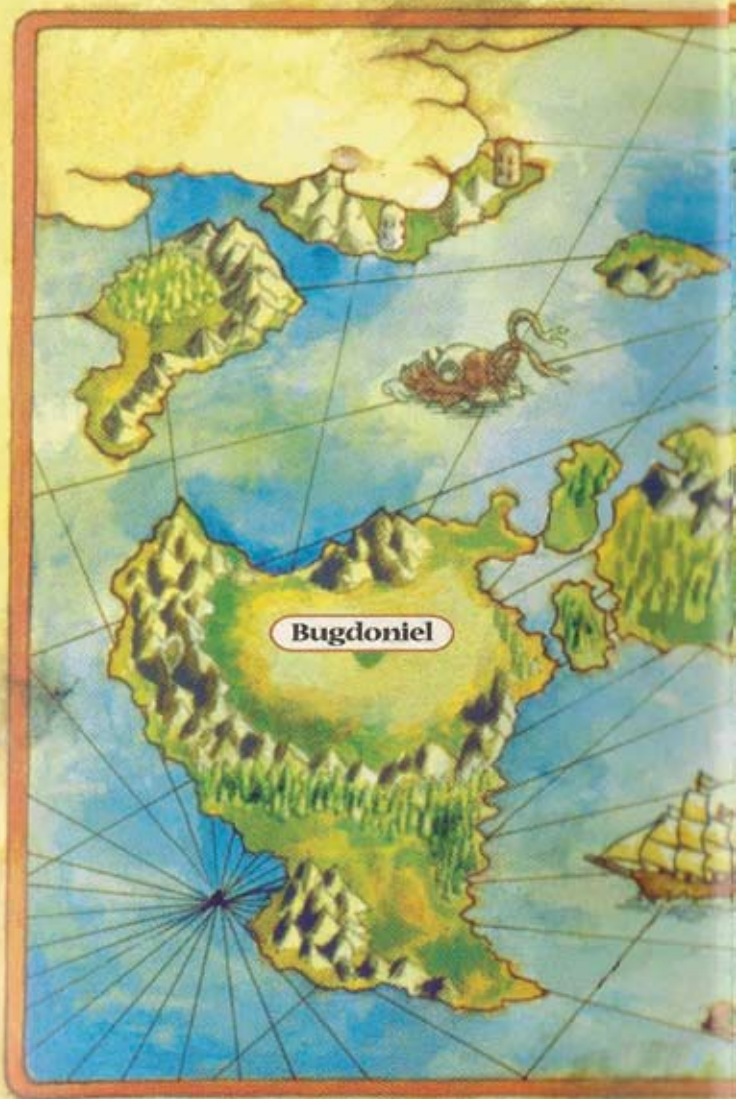WORKING DESIGNS

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Redding, CA 96001

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*I*n ancient times, magic masters created the mystic kingdom of Fargasta. It is said that there, the Eldean brothers and a sister were born.

Unfortunately, as they grew, the Black Dragon Vlag sensed the power of the Eldean clan, and sought to destroy the Eldeans and their enchanted kingdom. As the Black Dragon began its murderous assault, the three siblings combined their power, dealing the wicked beast a mortal wound that spewed vile blood upon them.

Once word spread that the dragon was no more, the people of Fargasta rejoiced in their new found heroes, and reveled in thoughts of eternal peace.

However, the revelry was cut short when one of the three claimed the foul sword, Madriker, crafted from the soul of Vlag. Taking the title "Immortal Emperor," he set about destroying all that was pure in the land. Though many fought the black tide valiantly, all were crushed by the insane power of the fiend-sword.

Soon it was clear that each of the Eldean clan had gained immortality by means of Vlag's blood. Radoria had moved to darkness, while Estan and Cirrus shone brightly in opposition to his advance.

The battle of the immortals spanned days…and Radoria's strength was growing with each passing second.

When it seemed as if there was no way to stop her power-mad brother, Cirrus quietly called upon the one secret power she had hidden from her brothers and transformed herself into the Holy Sword of Eldean. It was a final desperate act to counter the vicious and undeniable power of Madriker.

Surprised but determined, Estan took the Holy Sword, raised it high, and cast a mighty blow toward Radoria. The resulting blast sent tremors through the land for untold distance…

As the bold and curious alike approached the battleground, they found no trace of the Eldean clan. Radoria, Estan, and Cirrus had vanished. Many thought that the tragic Legend of Eldean had thus ended.

4 Alas,… it had only just begun…

Cast of Characters

Pike

When Pike was still just an infant, his parents were brutally murdered in a goblin attack. Left to die at his parent's side, Pike was later rescued by the beautiful harpy, Laia. Raised as a younger brother by Laia in the Harpy Forest, Pike has never ventured far beyond the woods. The only one he truly confides in is his father's magic sword, Cirrus. Pike will be forced to confront his fears as he races toward a climatic fight in order to save all that he holds dear.

Eka

As Pike's first friend outside of Harpy Forest, she vows to stay with him to the very end. Not only is she a talented singer in the village of Gigarl, but she is very knowledgable when it comes to using both attack and healing magic.

Leos

In the city of Solace, Leos tends to the healing needs of the people. Respected by the people of Solace for her fair and impartial treatment of others, she's earned their loyalty, as well. If provoked to battle, she is not shy about using the martial arts to inflict pain on attackers. All in all, a powerful ally, with powerful healing abilities as well.

Amon

A half-breed birdman despised by humans and fowl alike. His turbulent childhood has prepared him well to defend against a multitude of attacks, but it also has enabled a defiant, flamboyant streak that sometimes masks his gender. Nonetheless, his experience and skill as a fighter is highly valued by Pike.

Gryzz

A proud soldier of the Dragon tribe with a stern disposition constructed to hide his soft side. He is extremely talented at multi-blade combat, and his breath is similarly useful in battle. After Pike and his party save his sister, Gryzz decides to join Pike as an honorable way to express his gratitude.

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Cast of Characters

Aine Blood

He likes nothing better than the smell of victory in the thick of battle. A traditional warrior, he shuns complicated battle strategies in favor of direct attacks.

Lulu

Half-human, half-beast, this sharp business-woman is quickly taken by Pike's moves in battle. Never far when there's a profit to turn on a sale, Lulu lives to serve Pike's every need.

Guy

A notably brave and intelligent young man who befriends Pike. Many rumors are circulating claiming that he is a descendant of the legendary hero, Albert.

Varetta

Kia's grandmother is wise, resourceful, and wields a variety of magics with ease.

Kia

As the granddaughter of Varetta, she is extremely knowledgable in her study of magic. She soon joins Pike and his friends in order to save someone she loves.

Cirrus

This magical sword was passed to Pike's father long ago. It can speak, and frequently offers advice to Pike.

Laia

Many years ago, on her way back to Harpy Forest, Laia noticed a young infant abandoned in a burned-out village. Since then, she's taken it upon herself to raise Pike. Since she found him in such a vulnerable state, Laia is always certain that Pike will need her help. However, the day soon comes when Pike will prove to be stronger than Laia ever could imagine.

Cast of Characters

Belnard

Drunk with the power granted him by Radoria's Power Crystals, Belnard begins a ruinous quest to collect all the Power Crystals in the land. Unfortunately for Pike, Belnard doesn't dig harpies or their friends.

Novia

A protege of Belnard, Novia soon gains power and an overwhelming interest in the mysterious Immortal Queen Alorna. She also has an undeniable interest in Balan, but her reasons are not clear.

Estan

Shrouded in mystery, this solemn guardian seems to appear just when Pike needs help the most. His motives are unknown, but he is searching for a special item.

Rachessa

Rachessa's undying devotion and love for Belnard is the primary motivation for her entry into the service of evil. Radoria uses her weakness for Belnard to suit his twisted plans.

Balan

This fearsome muscle-bound terror was once a peace-loving servant of good. However, the dark sword Madriker corrupted his soul. Now, he serves Novia's twisted needs.

Krishna

She has three loves: soft leather, hard whips, and young Pike. She's extremely cunning and quite evil, with a laugh Pike loves to hate.

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Before You Begin

Before turning on the SEGA Saturn™, make sure it is properly connected according to the SEGA Saturn™ instructions. Insert the CD into the well of the CD tray and close the lid. Next, press the power button on the front of the unit. (Or, if the unit is on, select the "Saturn" icon on the CD screen). The title screen should appear. If the unit fails to function correctly, turn it off. Check to see if the SEGA Saturn™ is connected properly, then try again.

When you have finished playing, select SAVE before turning off the unit. Always make sure to turn off the SEGA Saturn before removing a CD or attempting to insert cartridges into the cartridge slot.

IMPORTANT: The SEGA Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If the SEGA Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Cartridge Slot

Reset Button
Power Button
Open CD Door

Controller Ports

Know Your Controller

Right Shift Key
★ Displays more options on the Item and Magic menus.

Start Key
★ Start the game, skip opening narration.
★ Opens up the Normal Menu.

Left Shift Key
★ Displays more options on the Item and Magic menus.

Direction Key
★ Moves character on the screen.
★ Moves cursor on menu items and in boxes that require a response.

X Button
★ Not used.

Y Button
★ Not used.

Z Button
★ Not used.

C Button
★ Initiates conversations with townspeople.
★ Search for hidden items.
★ Confirm menu commands.

B Button
★ Cancel commands.

A Button
★ Initiates conversations with townspeople.
★ Search for hidden items.
★ Confirm menu commands.

Saturn Backup RAM

Since a game's save data cannot be saved directly on a compact disc, the SEGA Saturn™ is equipped with Internal Backup RAM. Most CD games have a save feature that uses it. If a game cannot be saved, it may be necessary to delete some previously saved data or copy some of the save data to a Backup RAM cartridge. If the Saturn's memory is full, then make room on the Backup RAM by deleting unwanted save data files.

Accessing the Memory Manager

To access the System Settings menu quickly, turn on the SEGA Saturn™ and hold down the Right and Left Shift buttons on the controller. If the game unit is already turned on, press the RESET button while holding down the Left and Right Shift buttons. From the System Settings Screen, select Memory Manager.

From this screen, any or all of the save data files in the System Backup RAM can be deleted. The box below describes in detail how to delete save data. *Remember, once save data is deleted it can never be recovered...so don't come crying to us if something really important gets deleted.*

Deleting Selected Data

To delete specific save data on the SEGA Saturn™, select "REMOVE ITEM" from the System Memory box and press the "A" button. The Delete Screen then will appear. Next, decide which file to erase.

If "YES" is selected, the save data file will be erased, freeing up more memory for game saves.

If "NO" is selected, then the save data file *will not* be erased.

Deleting All Save Data

To clear all of the save data files on the SEGA Saturn™, select "CLEAR" from the System Memory box and press the "A" button.

If "YES" is selected, then *all* of the save data will be erased. *Once erased, it can NEVER be recovered.*

If "NO" is selected, then the save data *will not* be erased.

NOTE: If the message NOT REMOVED! appears, there may be a problem with the system's backup memory. For assistance in fixing this problem, call 1-800-SEE-SATURN.

Starting the Game

If the "START" button is pressed during the opening animation, the Title Screen will appear. To begin playing Albert Odyssey for the first time, press the "START" button once or twice (depending on the mode) at the Title Screen. The Load Screen will then be displayed.
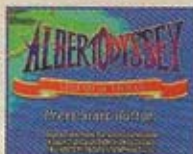
To continue from a previously saved location, choose "START" at the Title Screen. The Load Screen will be displayed. There are two options on the Load Screen: "CONTINUE" allows previously saved games to be played, "BEGINNING" starts the game from the beginning.

To continue from a previously saved location, choose the option labeled "CONTINUE." Press the "A" or "C" button.
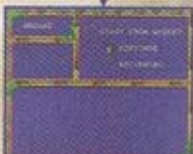
If a backup RAM cartridge is installed, choose where the save data is located: "INTERNAL RAM" or "CARTRIDGE RAM." Press the "A" or "C" button. To load games from the Backup RAM cartridge, first make sure that the RAM cartridge is firmly inserted into the cartridge slot of the Saturn *before* the system is turned on. *NEVER INSERT THE CARTRIDGE WHEN THE UNIT IS TURNED ON!*

There can only be five save data files each in internal or external backup RAM for Albert Odyssey. To load one of the files, first use the Direction Key to move the cursor to the save data file. Press the "A" or "C" button. To confirm the decision to load that data file, select "YES." The game will then begin from that save location. To cancel and return to the previous screen, select "NO."

To start from the beginning of the game, select the option labeled "BEGINNING." After selecting "BEGINNING", the opening story will play, then the game will start.

Normal Menu

During the game, pressing the "START" button will activate the Normal Menu. This menu allows the use of items and magic, equipping of weapons and armor, monitoring the status of characters, and access to the System Menu.

NORMAL MENU SCREEN

MENU

There are five different menu options: Items, Magic, Arms & Armor, Status, and System Menu.

GOLD

The amount of gold being carried.

PARTY

Displays the characters who are currently in the group, and their current status. The status shows the character's name, current level, amount of experience points to the next level, and the current/maximum value of HP and MP.

ITEMS

Use or drop items. After selecting "ITEMS" from the Normal Menu, the Item Screen will be displayed. The Item Menu allows items to be used or dropped. On the Item Screen, the top box displays all of the items and the number on hand. It may be necessary to press the "RIGHT" or "LEFT" Shift Keys to display more items. The bottom box also shows a brief description of the Item and how many will be affected by the use of the item. There are two options on the Item Screen: USE and DROP. Both of these options are described below.

USE

To use an item, move the cursor to select an item. Press the "A" or "C" button. Next, make sure that the cursor is pointing to the "USE" option. Press the "A" or "C" button. Next, move the cursor up or down to select which character will use the item. Once a character has been chosen, press the "A" or "C" button. The character will then use that item. To return to the Item Screen, press the "B" button. *NOTE: Only items that are highlighted in white can be used.*

DROP

Items can be used or discarded to make room for more items. To remove an item from the list, move the cursor to select an item. Press the "A" or "C" button. Next, make sure that the cursor is pointing to the "DROP" option. To confirm the decision to drop the item, select "YES." To cancel and return to the previous screen, select "NO." Remember, once an item is dropped, it cannot be recovered. *Use this command with caution!*

MAGIC

After selecting "MAGIC" from the Normal Menu, move the cursor to select which character will use magic. Once a character has been chosen, press the "A" or "C" button. The Magic Screen is divided into three sections: the top box displays the character and their status, the middle box displays the magic spells that the character has mastered, and the bottom box gives a brief description of the magic, as well as the required number of magic points needed to execute the spell.

To use magic, first move the cursor up or down to select a spell. Press the "A" or "C" button. Next move the cursor up or down to select which character needs the magic. Press the "A" or "C" button. The magic will then be used. To return to the Magic Screen, press the "B" button. *NOTE: Only magics that are highlighted in white can be used.*

ARMS & ARMOR

Equip or remove weapons, armor, or items. By equipping weapons, armor, or items to a character, their effectiveness during combat will be improved. The Arms & Armor screen is divided into four sections: the top box displays the character's status, the second box displays what is currently equipped to the character, the third box displays what they can equip or remove, and the bottom box displays the quantity on hand. *The quantity on hand does NOT include equipped items.* To equip or remove weapons, armor, and items, follow the commands below. *A character can only equip weapons, armor, or items that are written in white letters.*

To equip or remove an item, select "ARMS & ARMOR" from the Normal Menu. Move the cursor up or down to select a character. Press the "A" or "C" button.

Next, move the cursor to select: "WEAPON," "SHIELD," "ARMOR," or "ETC." Press the "A" or "C" button. A list of acquired weapons, armor, or items will be displayed. Move the cursor to select what should be equipped to the character. The character's status box on the top will show what affect equipping that item will have on the character. The number on the left shows the character's current condition. The number on the right will display what effect that item will have on the character's status. To equip the item to the character, press the "A" or "C" button.

When equipping weapons, armor, or other items, the "REMOVE" command will be listed after the available items. To remove the currently equipped item, select "REMOVE." The item will be removed and placed back into inventory.

Normal Menu

STATUS

Character's current status. To display the character's status, select "STATUS" from the Normal Menu. Next, move the cursor up or down to select a character. Press the "A" or "C" button. The character's status will be displayed. The status screen is described below.

STATUS MENU SCREEN

STATUS

Character's status. Shows the character's attack, hits, agility, resistance to magic, defense, avoidance ability, and wisdom.

CHARACTER

Displays the character's name, current level, amount of experience points to the next level, and the current/maximum value of HP and MP.

GOLD

The amount of gold currently being carried.

ARMS & ARMOR

Weapons, armor, and items equipped to the character.

DEFINITION OF TERMS

HP
Hit points. The current/maximum hit points for the current level.

MP
Magic points. The current/maximum magic points for the current level.

ATTACK
Character's current attack power. The character will inflict more damage as the value increases.

HIT
The probability of successfully hitting an enemy. The higher the number, the more successful the attack.

AGILITY
The speed at which the character can move and react during a battle. The higher the number, the quicker their response.

RESIST
Resistance to magic attack. The higher the value, the more effective the character will be to resist magics that affect character condition (stone, sleep, daze, etc.).

DEFENSE
Character's current defensive power. The character will receive less damage from the enemy as the value increases.

AVOID
The character's ability to miss an enemy's attack. The higher the number, the more successful they will be in avoiding an enemy's attack.

WISDOM
The higher the value, the more effective the character's magic.

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Normal Menu

SYSTEM MENU

Memorize cursor location on the combat menu, load previously saved games, change the sound, and view the map. To change any of these options, choose "SYSTEM MENU" from the Normal Menu. These options are described below.

SYSTEM MENU SCREEN

SOUND
Changes sound playback from STEREO to MONO.

CURSOR
Allows the combat commands to be remembered.

LOAD SAVED GAME
Allows previously saved games to be loaded.

GOLD
The amount of gold currently being carried.

MAP
Shows character's present location on the map.

CURSOR

Memorize cursor location on the Combat Menu. If the cursor is set to "RESET", cursor locations for each character in battle will not be saved. "SAVE" will enable the memory function. Once the commands are memorized, just press the "A" or "C" button, and the characters will attack in the same manner as they did previously. To change between "RESET" and "SAVE," press the "A" or "C" button.

LOAD SAVED GAME

Load saved games. To help differentiate between save data with the same save name, the character's level and game time will be displayed at the bottom of the load screen. To load a game, move the cursor to "LOAD SAVED GAME." Press the "A" or "C" button. Next choose "INTERNAL RAM" or "CARTRIDGE RAM." Press the "A" or "C" button. Then, move the cursor to select which save data file to load. Press the "A" or "C" button. To load the game, select "YES." The game will be loaded. To cancel, select "NO."

SOUND

Change sound from STEREO to MONO. The sound in the game can be listened to in either STEREO (The only real choice!) or MONO (The only real choice...for LOSERS!). To change between "STEREO" and "MONO", first move the cursor to "SOUND." Next, press the "A" or "C" button to change between "STEREO" or "MONO."

Combat Menu

While traveling from town to town or exploring dungeons, every adventurer will be attacked by the usual pain-in-the-butt baddies. The character that has the highest agility will attack first. The battle is concluded when either all of the enemies have been destroyed, or the party has been slain. When the battle is won by killing all of the enemies, the character(s) will receive experience points, gold, and occasionally, an item. If the character(s) run away during combat, they will receive nothing. If the character(s) are slain during the battle, the game will be over. Take the time to become familiar with the Combat Menu. Winning the game depends on it!

COMBAT MENU SCREEN

MONSTERS
Displays monster name(s) along with how many are attacking.

BATTLEFIELD
Displays the action part of the battle.

HP GAUGE
Hit Points gauge. Shows the present level of hit points graphically.

STATUS
Character's current status. Changes to a character's status will be displayed.

CHARACTER
Visual representation of character in party.

ICON
Allows the following commands: Attack, Defend, Magic, Skill, Item, or Run Away.

HP
Hit Points. The character's current number of hit points.

MP
Magic Points. The character's current number of magic points.

During the course of the battle, character status can change. The following icons will indicate changes to the character's status. They are as follows:

COMBAT STATUS ICONS

	Character's attack power will be increased.		Character's hit rate will be increased.
	Character's attack power will be decreased.		Character's hit rate will be decreased.
	Character's defensive power will be increased.		Character's resistance to magic attack will be increased.
	Character's defensive power will be decreased.		Character's resistance to magic attack will be decreased.
	Character's speed (agility) will be increased.		Character's ability to avoid enemy attack will be increased.
	Character's speed (agility) will be decreased.		Character's ability to avoid enemy attack will be decreased.

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Combat Menu

UNDERSTAND THE ICON COMMANDS

ATTACK

Attack the enemy with weapons. After selecting the Attack Icon, move the sword to decide which enemy to attack. Once a decision has been made, press the "A" or "C" button. The character will attack.

MAGIC

Use the character's magic. After selecting the Magic Icon, a list of learned magics will be displayed. Move the cursor to select a spell. Press the "A" or "C" button. Next, move the cane to decide who will receive the magic. Finally, press "A" or "C" to use the magic.

DEFEND

Defend against enemy attack. The character will defend from enemy attack for one round of combat.

RUN AWAY

The entire party will try to flee from the battle. However, escape is not always possible. If the party does not escape, they will have to endure the monster's attack. If the party is successful at running away, they will not receive any experience points or gold.

ITEMS

Use items that are in inventory. To use an item, first select the Item Icon. A list of items will be displayed. Use the Direction Key to move the cursor to the desired item. Press the "A" or "C" button. Next, move the item bag to decide who will benefit from the item. Press the "A" or "C" button. The item will then be used.

DRAGON BREATH

Special skill for Dragonmen. Since most Dragonmen are unable to use magic, they must rely on the skills they have learned. To use their skill, select the Fire Icon. A list of skills will be displayed. Move the cursor to select a skill. Press the "A" or "C" button. Next, move the fire icon to decide who will enjoy the Dragon's breath. Press the "A" or "C" button. The Dragon will then breathe freely.

EAGLE DANCE

Special skill for Birdmen. Since most Birdmen are also unable to use magic, they must rely on their skill. To use their skill, select the Feather Icon. Then, press the "A" or "C" button twice. The Birdman will then dance up a storm.

Since many of the monsters use magic, a character is going to get hit by a spell at some point during the game. Make sure to stock up on items that can restore the character's condition before leaving a town or village. The different states that a character can be in are described below.

CHARACTER'S CONDITION DURING COMBAT

POISONED

If a character is poisoned, their HP will gradually decrease during combat. Use magic or special items to cure them.

FREEZE

The character will not move, and therefore, be unable to fight during the battle. Use magic or special items to cure them.

STONED

Character will be turned to stone. The character will be unable to move or fight during combat. Use magic, special items, or perhaps junk food to restore them.

DAZED

Insanity. The character will go insane and attack anyone in sight. To stop the insanity, use magic or special items.

SLEEP

The character will be asleep, and therefore, be unable to fight during combat. Use magic or special items to awaken them.

MUTE

The character will be silenced. In this condition the character cannot utter any magic spells. Use magic or special items to cure them.

Saving the Game

The game can be saved only at towns or villages where the "Memory Crystal" is shown. The game can be saved to either the Internal or Cartridge RAM. To use the RAM cartridge, make sure the cartridge is firmly inserted in the cartridge slot of the Saturn *before* the system is turned on. *NEVER INSERT THE CARTRIDGE WHEN THE UNIT IS TURNED ON!*

To save the game, first find the Memory Crystal in the town, dungeon, or village. Next, move the character so that they are in front of the crystal. Press the "A" or "C" button. The Save Screen will appear.

Next, choose where the data will be saved: "INTERNAL RAM" or "CARTRIDGE RAM." Press the "A" or "C" button. Next, decide which data slot to save the game. After deciding on a slot, press the "A" or "C" button. Confirm the decision to save the game by selecting "YES." The game will be saved. To cancel and return to the previous screen, select "NO." Press the "A" or "C" button.

Shops

Throughout the game, Pike and his party will visit many different towns and villages in which they will be able to buy or sell goods. Be sure to check out these shops! It may be necessary to upgrade a character's weapon and armor in order to make it to the next area. Also, healing items can be purchased to help keep the character(s) in good health. In order to purchase new items, the character(s) must have enough gold. Gold can be earned by fighting monsters or selling off outdated items. To purchase or sell items, follow these commands:

BUY

When purchasing weapons or armor, a picture of the character(s) that can equip the item will be displayed. Character(s) that already have the item equipped have an "E" displayed below their picture. To purchase goods, select "BUY" from the Shop Menu, then press the "A" or "C" button. A list of goods and their cost will be displayed. Next, move the cursor to select an item to buy. Press the "A" or "C" button. Finally, decide how many to purchase. After deciding on the number to be purchased, press the "A" or "C" button. The item will then be purchased. To cancel, press the "B" button.

SELL

To sell unwanted items, select "SELL" from the Shop Menu. Press the "A" or "C" button. A list of goods the character has will be displayed, along with the buy-back price. Move the cursor to select an item to sell. Press the "A" or "C" button. Next, decide on how many to sell. After deciding on the number, press the "A" or "C" button. The item(s) will be sold. To cancel, press the "B" button. *Be careful not to sell items that may be needed later!*

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Magic & Items

Many of the characters that will join Pike's party are skilled in using different forms of magic, or they have developed a special skill. Their magic abilities will increase as their experience and level advance. The magic listed below are a brief overview of what's available for each character.

Pike

Name	Magic Effect	No. of MP	Range
Lecture	Causes sleep.	5	All Enemies
Refresh	Heal conditions.	3	One Ally
Dispel	Break spell ability.	7	One Enemy
Lightning	Electric attack.	2	One Enemy
Lifesaver	Increases character's strength.	5	One Ally
Time Trap	Slow agility.	6	One Enemy

Eka

Name	Magic Effect	No. of MP	Range
Wind Arrow	Vacuum attack.	3	One Enemy
Recover	Restore hit points.	4	One Ally
Invigorate	Increases attack accuracy.	4	All Allies
Refresh	Heals condition.	3	One Ally
Aqua Lance	Flood attack.	5	One Enemy
Barrier	Increase defense.	2	One Ally
Vortex	Vacuum attack.	7	One Enemy
Force Blade	Increase attack power.	6	One Ally

Leos

Name	Magic Effect	No. of MP	Range
Recover	Recovers hit points.	4	One Ally
Malitov Cocktail	Explosion attack.	5	All Enemies
Refresh	Heal conditions.	3	One Ally
Invigorate	Increases attack accuracy.	4	All Allies
Lifesaver	Increases character's strength.	5	One Ally
Barrier	Increase defense.	2	One Ally
Dispel	Break spell ability.	7	One Enemy
Force Blade	Increase attack power.	6	One Ally

Amon

Name	Magic Effect	No. of MP	Range
Eagle Dance	Flying group attack.	0	All Enemies

Magic & Items

Kia

Name	Magic Effect	No. of MP	Range
Teleport	Transfer locations.	15	All Allies
Flare Petal	Flame attack.	3	One Enemy
Shadow Mist	Increases avoid ability.	4	One Ally
Lecture	Causes sleep.	5	All Enemies
Malitov Cocktail	Explosion attack.	5	All Enemies
Binder	Causes paralysis.	6	One Enemy
Time Trap	Slow agility.	6	One Enemy
Burst Flare	Fire attack.	10	All Enemies

Gryzz

Name	Magic Effect	No. of MP	Range
Acid Breath	Acid attack.	0	All Enemies
Healing Breath	Recovers hit points.	0	All Allies
Fire Breath	Flame attack.	0	All Enemies
Poison Breath	Blast poison.	0	All Enemies
Frigid Breath	Cold attack.	0	All Enemies

Items

Throughout the game, many different items can be bought or found. These items are essential for maintaining character strength and health during a battle. Take the time to search through the many towns and dungeons. Many of the items for sale can be found in various locations for free. Sometimes, items will be awarded at the end of a battle. Some of these items are briefly described below. Make sure to take the time to become familiar with these items. *Success depends on it!*

Name	Effect	Cost	Range
Mint	Restore hit points.	8	One Ally
Spearmint	Restore hit points.	40	One Ally
Peppermint	Restore hit points to maximum.	1000	One Ally
Grizzle Fang	Fix conditions.	10	One Ally
Calm Herb	Heal poisoning.	6	One Ally
Banshee Tear	Restore conditions.	12	One Ally
Life Root	Resurrection.	270	One Ally
Warp Wing	Instant transport.	14	All Allies
Mink Tonic	Restore magic points.	450	One Ally
Miracle Mango	Restores HP / MP to maximum.	1800	One Ally
Power Potato	Increases HP limit.	540	One Ally
Rations Kit	Restores HP / MP to maximum.	65	All Allies
Quest Pass	????	????	????
Magic Tomato	Increases MP limit.	700	One Ally

Translation Notes

First of all, thanks for your patience! We know you, our customers, have been waiting patiently for this title to arrive in stores for many months now. As usual, what we first considered to be a straightforward port turned out to be not quite as easy as we first imagined. But, now that it's done, let's talk about what we changed from the Japanese version.

The single biggest improvement that was made to the game was decreasing the load times to and from battles. Initially, the Japanese version could take up to 10 seconds (!) to load the battles, then another 8 or so to return to the map mode. We managed to reduce that time down to about 6 seconds to load the battle, and 4 or 5 seconds to load the map mode after battle. This saved about 8 seconds per battle "cycle", which is quite significant if you add up how many times you get into battle mode during the course of a game. Over the entire game, you are probably waiting more than an hour less than the Japanese players had to.

Another major improvement was a reduction of about 25-35% in the frequency of combat. In the Japanese version, we felt that combat was just too stinkin' frequent, raising the frustration factor too much. We therefore reduced the probability of combat, while increasing the amount of experience you gained with each battle so that the net effect was that the level-up progression remained the same, with much less "walk two steps and fight" syndrome. Boss experience values were also readjusted, because toward the end, beating a boss wouldn't even raise your characters one level in most cases, and the next boss required your party to be 7-9 levels stronger to beat. Too much power-up battling is wasted time, in our opinion, so the end bosses now provide enough experience for the characters to jump 4-6 levels or more immediately, requiring little or no "power-up" battling to beat the next end-boss.

Minor improvements included providing Left and Right Shift button support while in the Magic and Equip areas of the START menu to allow quick and easy switching between characters, without having to back out to the menu and select a new character. We also put a nice, descriptive date and time stamp on each *Albert Odyssey* save location in backup RAM. Diagonal walking was also improved (for some reason, diagonals in the Japanese version walked SLOWER than up, down, left, right movements!), and the overall speed of character's walking was increased, especially in towns. There were also many positioning and usability improvements too numerous to mention individually.

Finally, there were a few really nice improvements we had to take out at the last minute due to problems that cropped up when we pulled the debug mode out during final testing. I'll tell you about them so you don't think we missed the idea that the game needed them. When characters cast a sleep or paralysis spell on monsters, we used to have the monster stop moving until the spell wore off. Likewise, if they had a charm spell cast on them, the monster would move weird, so the player could tell it was not functioning "normally." We also had a VERY cool feature where you could selectively turn off any or all of the spell animations, damage display, or monster impact/dying animations, thereby making the battle scenes with low-level monsters really breeze by. Unfortunately, when the debug mode was removed near the end of development and the time it ate up was freed, we found that these changes affected the overall system adversely (read: crashed it occasionally). So, since we didn't have time to make them stable enough to leave in, we reluctantly had to take them out. Ah... wax on, wax off...

That's about it for this one. Hope you have fun with the adventure. Keep those cards and letters coming! And remember, we're nothing without you!

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